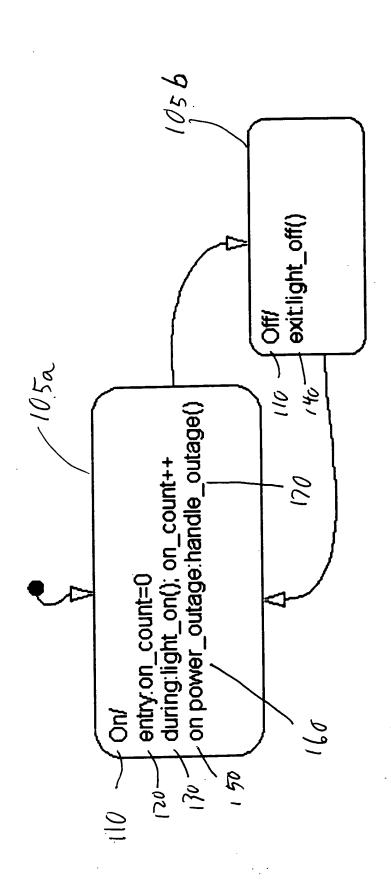
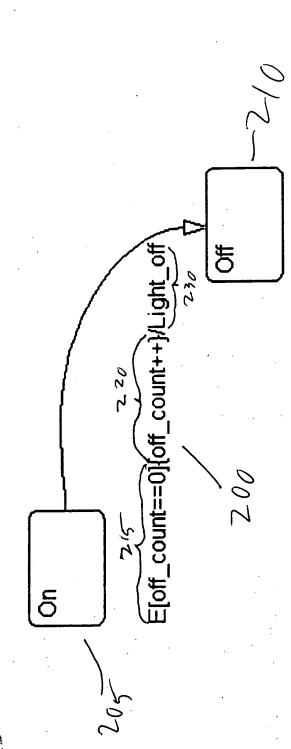
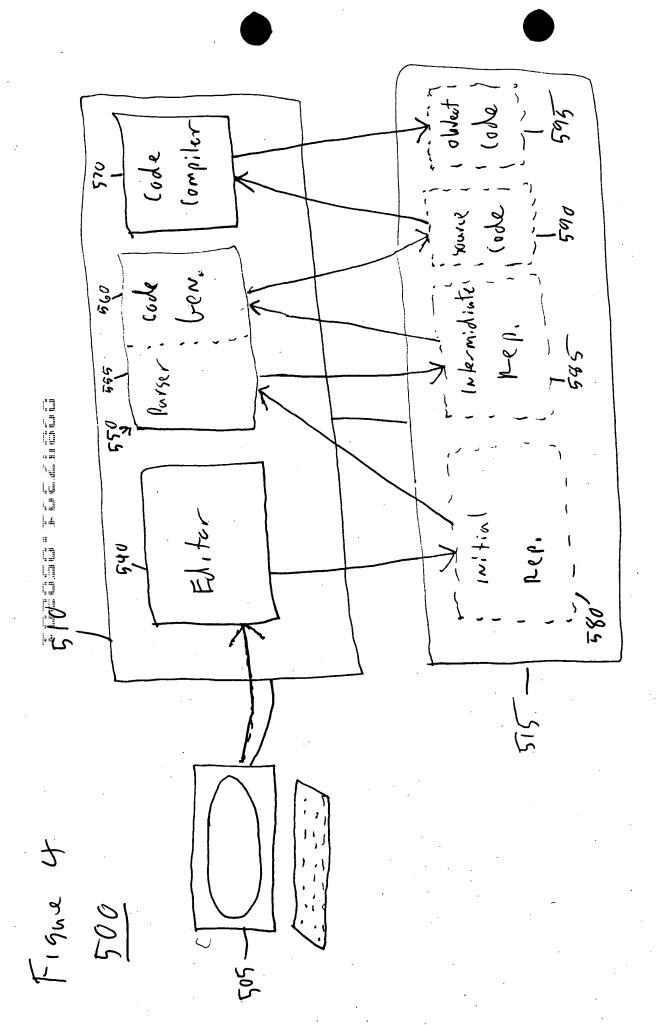
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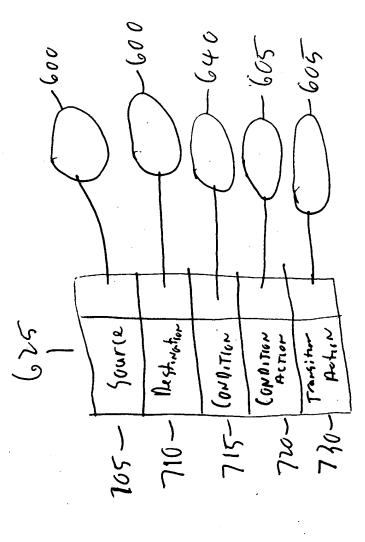
after(5E) (A) ON X; Status (X has occurred') ON hetere(10,x); Status ('St:11 under lim:t')

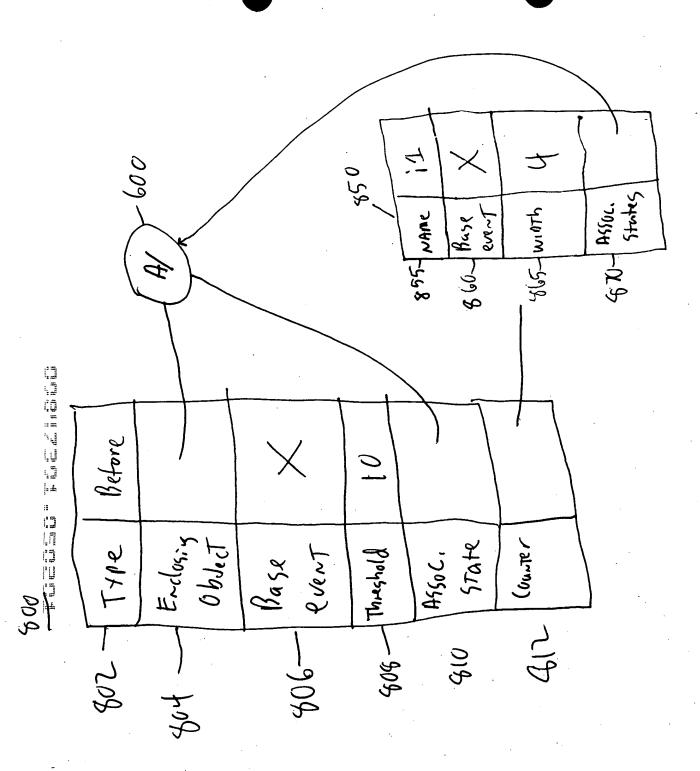


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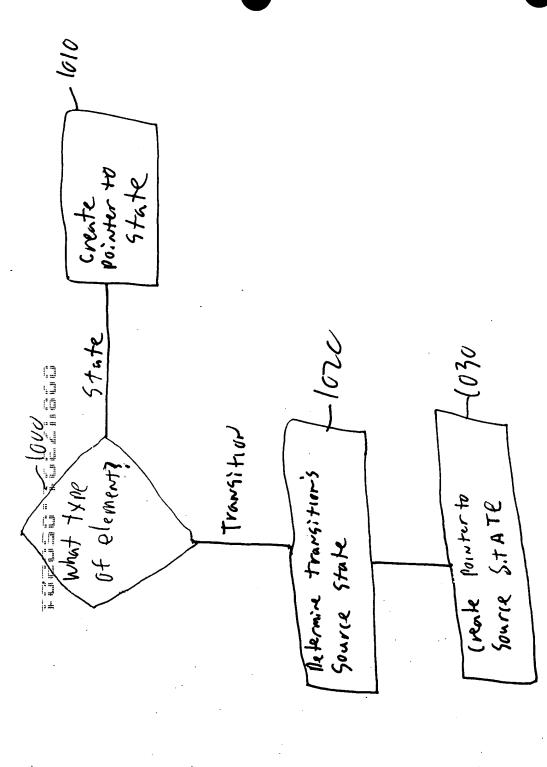
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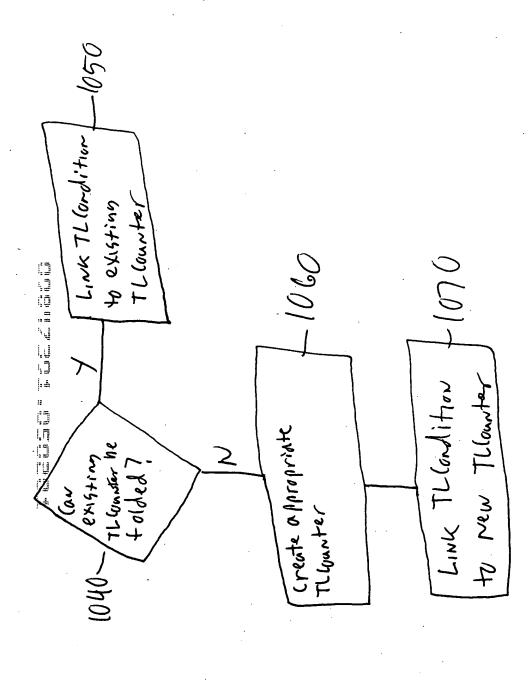
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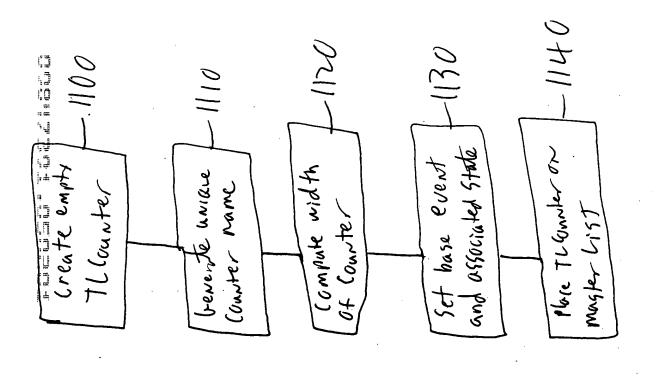


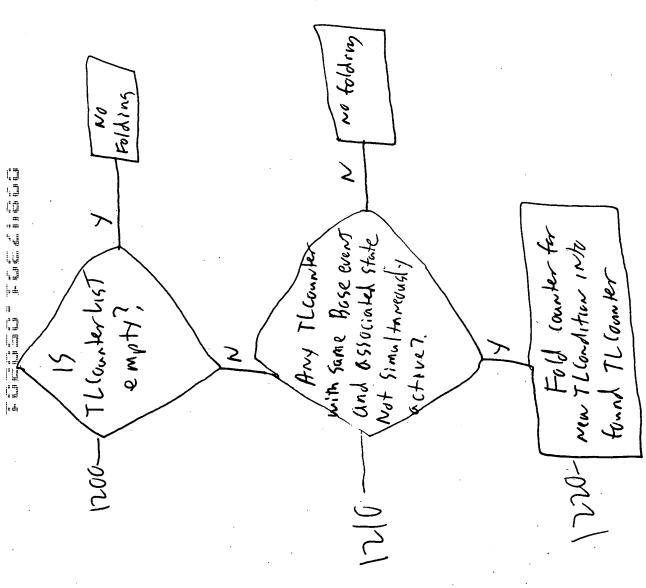
Fig, 9

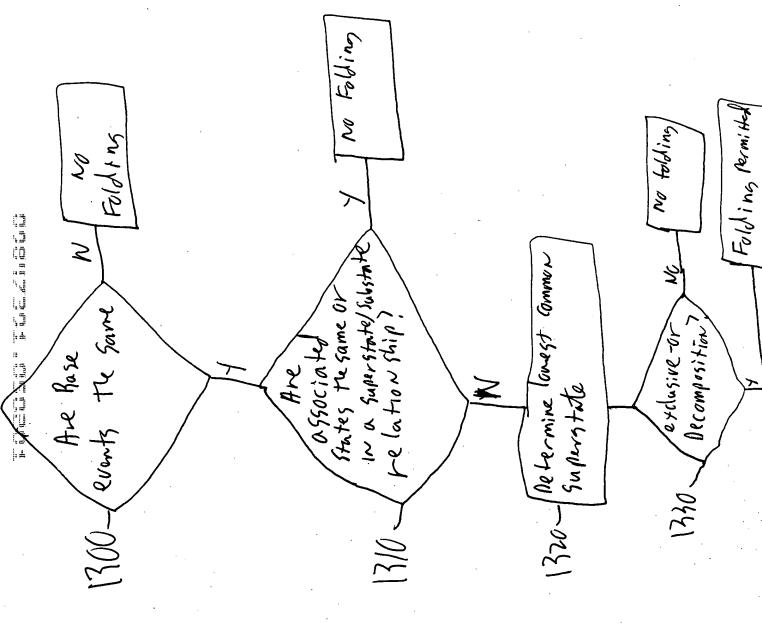


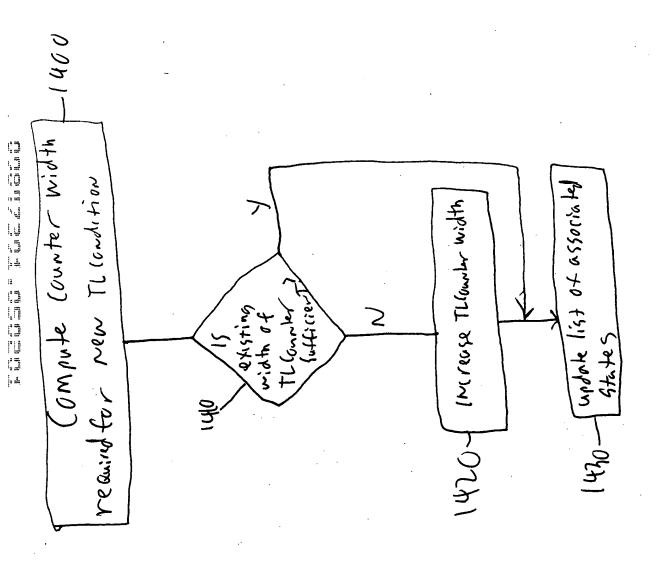
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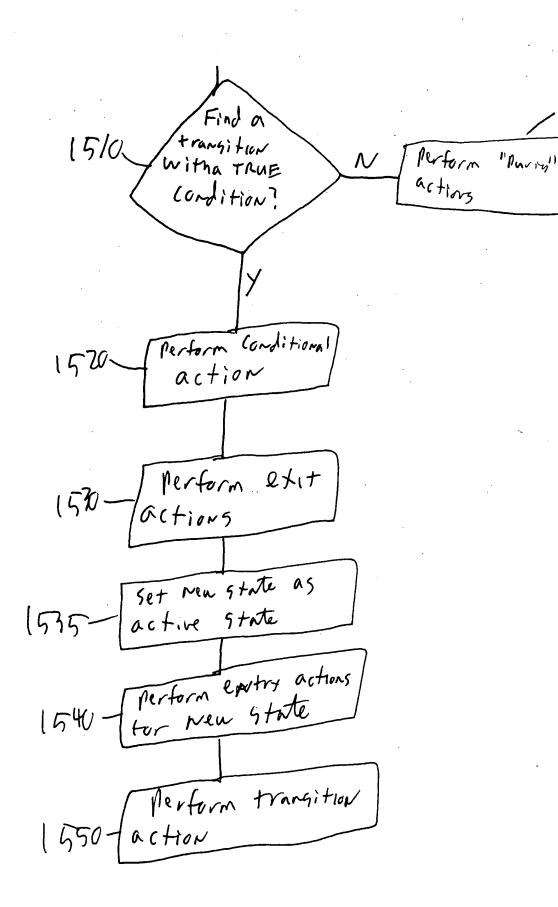
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berewel lode to
Initialize variable
when state is entered

benevate code to
increment variable
whenever hase event
0 cours

benevate code for
testing counter variable
testing counter variable

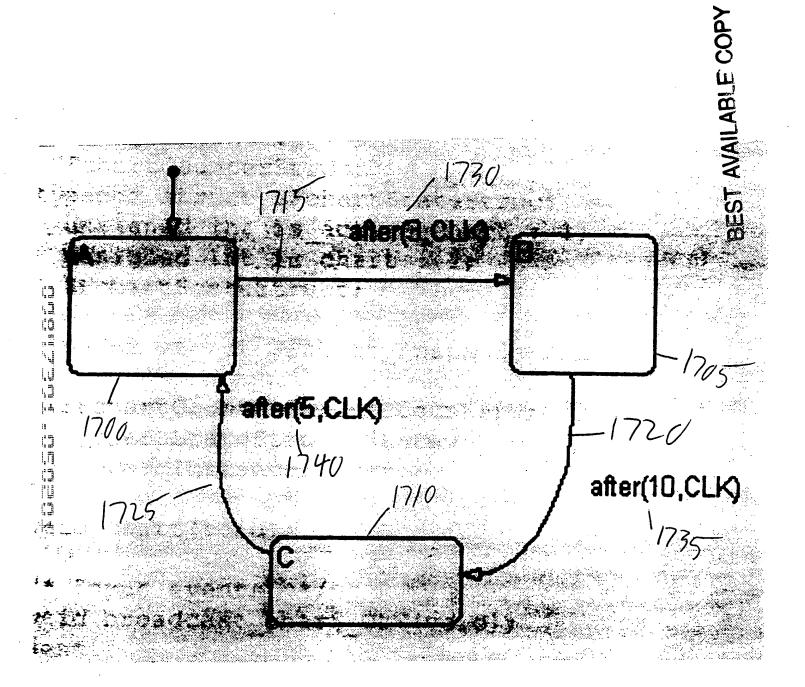


Figure 17

```
* Stateflow code generation for chart:
       temporal_example/Chart
  * Target Name
                                          : target
  * Model Version
                                          : 1.188
  * Stateflow Version
                                          : 4.0.3.12.00.1.000000
  * Date of code generation
                                          : 26-Mar-2001 12:31:13
 #ifndef __chart_h
 #define __chart h
typedef struct SFchartCounterStruct{
  unsigned int il : 4;
}SFchartCounterStruct;
typedef struct SFchartStateStruct{
  unsigned int is_active_chart : 1;
  unsigned int is_chart : 2;
} SFchartStateStruct;
typedef struct SFchart_InstanceStruct {
  SFchartCounterStruct Counters;
  SFchartStateStruct State;
} SFchartInstanceStruct;
void chart (void); ]- (440
/* Input events: */
void broadcast_chart_CLK(void);
#endif
```

```
example/Chart
                                         : target
   Target Name
                                         : 1.188
  Model Version
                                         : 4.0.3.12.00.1.000000
  Stateflow Version
                                         : 26-Mar-2001 12:31:13
  Date of code generation
#include "temporal_example_target.h"
#include "chart.h"
                                         (0)
#define IN NO ACTIVE_CHILD
#define IN cl sl A
                                         1
#define IN cl s2 B
#define IN cl s3 C
#define event CLK
static SFchartInstanceStruct chartInstance;
void chart(void);
void chart(void)
    /* During: Chart */
    if(_sfEvent_temporal_example_ == event_CLK) {
      if(chartInstance.Counters.i1<0xfU) {</pre>
        chartInstance.Counters.i1++;
    if(chartInstance.State.is_active_chart == 0) {
      /* Entry: Chart */
      chartInstance.State.is_active_chart = 1;
      /* Entry: A */
      chartInstance.State.is_chart = IN_cl_sl_A;
      chartInstance.Counters.il=0;
    } else {
   switch(chartInstance.State.is_chart) {
       case IN_cl_sl_A:
        /* During: A */
        if(( sfEvent_temporal_example_ == event_CLK) &&
         (chartInstance.Counters.il >= 3)) {
          /* Exit: A */
          /* Entry: B */
          chartInstance.State.is_chart = IN_c1_s2_B;
          chartInstance.Counters.i1=0;
        break;
       case IN_c1_s2_B:
        /* During: B */
        if((_sfEvent_temporal_example_ == event_CLK) &&
         (chartInstance.Counters.il >= 10)) {
          /* Exit: B */
          /* Entry: C */
          chartInstance.State.is_chart = IN_c1_s3_C;
          chartInstance.Counters.il=0;
```

Figure 19A

```
break;
        case IN_c1_s3_C:
         /* During: C */
         if((_sfEvent_temporal_example_ == event_CLK) &&
          (chartInstance.Counters.il >= 5)) {
           /* Exit: C */
          /* Entry: A */
          chartInstance.State.is_chart = IN_cl_sl_A;
          chartInstance.Counters.i1=0;
        break;
  }
}
void broadcast_chart_CLK(void)
 {
                                                    1900
   int8_T previousEvent;
   previousEvent = _sfEvent_temporal_example_;
   _sfEvent_temporal_example_ = event_CLK;
   chart();
   _sfEvent_temporal_example_ = previousEvent;
```

}

Figure 19B

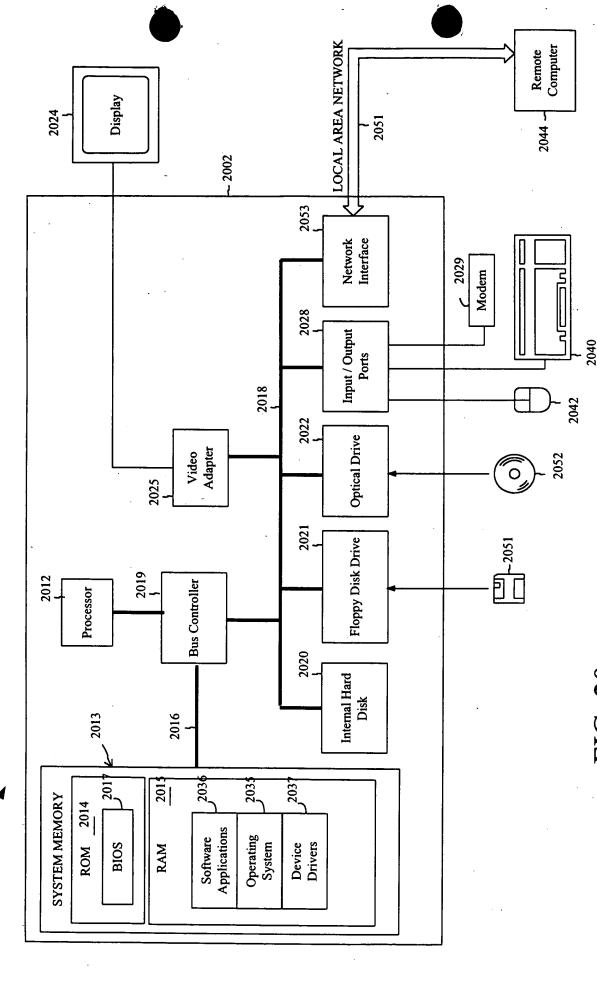


FIG. 20